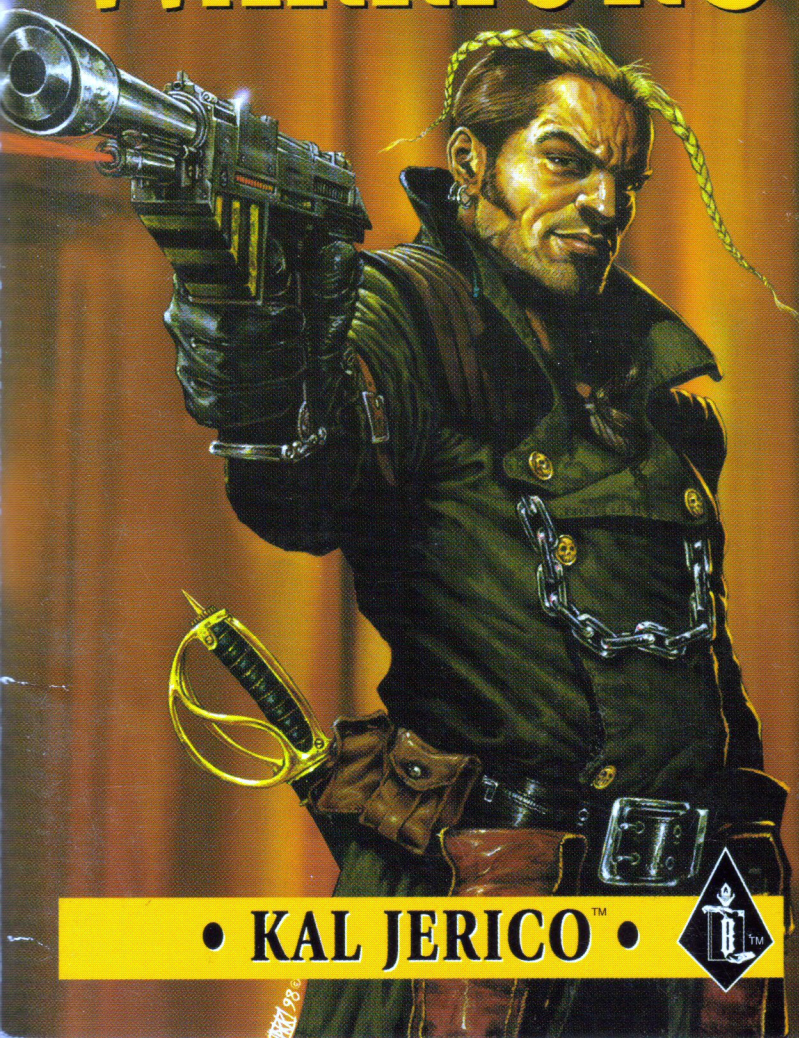


WARHAMMER® WARRIORS

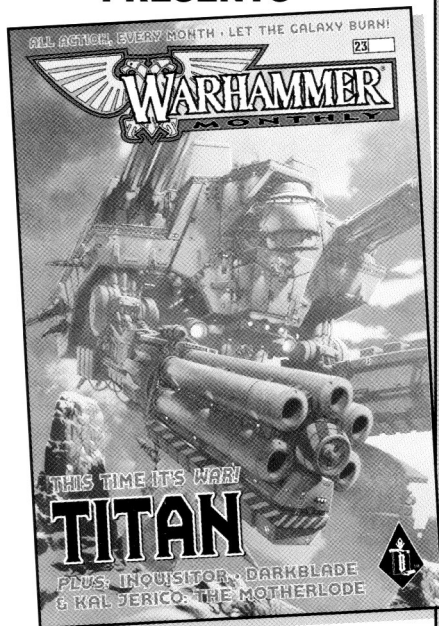


• KAL JERICO™ •



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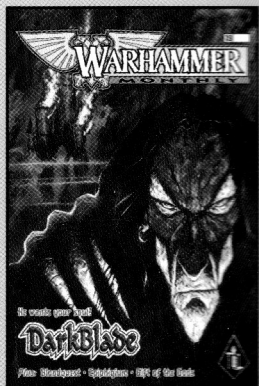
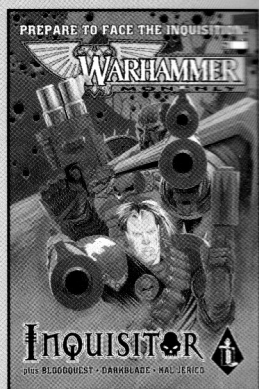
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WARHAMMER® WARRIORS



KAL JERICO™

Game system Rick Priestley • Developed by The Black Library
Cover and interior art Karl Kopinski

A BLACK LIBRARY PUBLICATION

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KAL JERICO

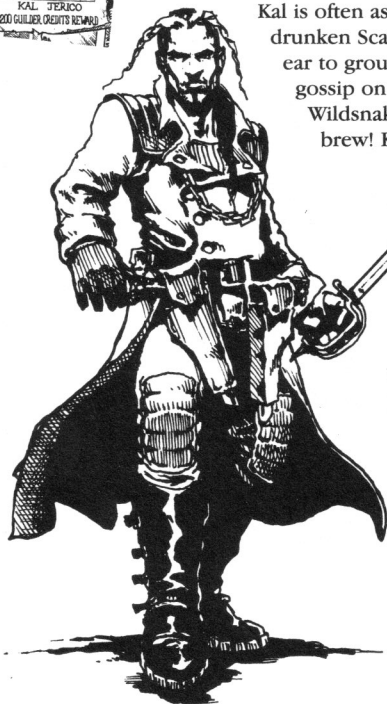


KAL JERICO, notorious Bounty Hunter, lives in Hive Primus on Necromunda. The cool and suave Kal is often assisted on his missions by a drunken Scavvie called Scabbs, who keeps his ear to ground and passes any rumours and gossip on to Kal in return for bottles of Wildsnake, Necromunda's most toxic brew! Kal has many other secret contacts

in the Hive City, especially amongst the Guild of Merchants – the powerful overseers of all the industries of the Hive.

Years of bounty hunting has also made Kal many enemies amongst the denizens of the Underhive, notably Vandal Feg's gang of psychotic renegade Pit Slaves, and Outlands Annie, the rebellious daughter of the Ulanti noble family. Kal's favoured weapons are his two laspistols, his trusty sabre, and a fistful of photon flash grenades.

You can follow the adventures of Kal Jerico in Warhammer Monthly.





RULES OF PLAY

What is Warhammer Warriors?

Warhammer Warriors is a two-player game, where each player takes the role of either a hero or a villain, and then fight to the death! The action is resolved turn by turn, using the Warrior books. Each book is filled with pictures showing the action as it happens.

So, if you choose to shoot your opponent, with a bit of luck you'll see a picture of your opponent being shot – and he'll see a picture of you firing your gun at him! If you do hit him, he'll lose a wound or two. And so on, turn by turn, until someone has no wounds left. Last man standing is the winner!

What do I need to play?

The rules for Warhammer Warriors are very simple. You'll need your own Warrior book and character sheet. You'll also need to find an opponent with his own Warrior book and character sheet.

A **pencil** will also be useful for noting down how many wounds you've taken and how much ammunition you have left on your character sheet. If you have a good memory this isn't compulsory.

Warrior book – This shows, through pictures, what your warrior is up to each turn. It also has a grid on each page for resolving the action, plus some instructions which influence what will happen in the next turn of the game.

Character sheet – This lists all the actions that your warrior can do and tells you how many wounds he has. These vary from warrior to warrior. Remove this from the cover flap.

SETTING UP

1. First of all, swap books with your opponent. This is so your opponent will see the pictures of what your warrior is doing, whilst you see what his is up to.

2. Keep your own character sheet, as it lists the choices of actions you can make each turn.

Now you are ready to start the first turn.

(By the way, at the end of the game, remember to get your book back!)

SEQUENCE OF PLAY

Each turn in Warhammer Warriors is divided into seven steps, which must be followed through in order. Both players resolve each step at the same time, until you both get to the end of the turn simultaneously. This is not a game where you take turns one after the other; all the action is resolved at once!

1. Choose an action

The first step is for you to choose an action from your character sheet. Actions are either Attacks, Special Attacks, Moves, Defends or Shooting. You only choose one action per turn.

Each action has a page number printed next to it. When you have both decided which action you wish to make this turn, simultaneously call out your chosen actions and page numbers

Important: Your first action in every game has to be either a Move or a Shoot.

2. Open your book

Flick to the page in the book that your opponent called out. He does likewise, turning to the page you called out.

3. Look up the combat grid

You will see that the page is split into three sections – the *combat grid* at the top, the *battle picture* in the middle, and the *results box* at the bottom.

Look up the number of the action YOU called out, on the combat grid. Your opponent does likewise, looking up the number HE called.

4. The battle page

Next to your number on the combat

grid will be another number. This is your *battle number* for the turn, and shows you which picture to look up next to see what has happened.

Now turn to the page which matches your battle number. Your opponent does likewise, turning to the page which matches his battle number.

5. The battle picture

On this page, you each look at your respective battle picture. This shows the result of what you have each chosen to do this turn.

For example, if you chose action 21 – Shoot, hopefully you will see a picture of your opponent being wounded, 'cos you've just shot him. If this is the case, and your move paid off, then he will feel worried, as he looks at a picture of you shooting at him!

6. The results box

Now, read out what it says in the results box at the bottom of the page. This is usually some insult to hurl at your opponent, plus some instructions as to what he can do next turn. Your opponent does likewise, reading out what you can do next turn.

Sometimes the actions you have each made may require some record keeping – noting down how many shots you have each used up, how many wounds you have left, and so on.

Note: You are limited in what actions you can make by your previous actions, so you'll find that you can't always do whatever you want. Sometimes your opponent will be getting the upper hand and you will only be able to Defend or Move; sometimes you will be so committed to attacking that you can do nothing else. Obviously the more choice you have, the less chance your opponent has of guessing your action and countering it.

7. The end of the turn

That's the end of the turn, and it's time to start next turn by choosing a new action from your character sheet, bearing in mind any limitations which your opponent may have called out.

WINNING

The first player to have no wounds left is the loser, and the other player is the winner!

HINTS

Once your opponent knows his way around the system, he might be able to change his mind quickly when you call out your choice of action, and so always seem to do the right thing! Curses – this is clearly cheating! A way to get around this is to make sure that you each choose your actions for the turn in secret, and prove this by turning to that page in your own book. Then, when it is time to call out your chosen action, you both reveal which page you have open, to prove that that is the number of the action you have chosen. The symbol at the top of each page is only used in the advanced game.

EXAMPLE OF PLAY

In this example, you are playing Leonatos and your opponent is playing Kal Jerico.

1. Choose an action

It's a few turns in, and at the start of the turn you decide that you want to attack with a Chainsword Thrust (action 2), so you secretly flick to the page numbered 2.

Your opponent might decide he wants to defend with a Block (action 12), so he secretly flicks to the page numbered 12.

When you are both ready to declare your actions, you call out 'Thrust, two' whilst he says 'Block, twelve' – and at the same time you open up your books to prove the number of the action you have chosen.

2. Open your book

Having called out your action, you turn to page 12 (the one your opponent called), whilst your opponent turns to page 2 (the one you called out).

3. Look up the combat grid

On page 12, you look up your chosen action (Chainsword Thrust, number 2) on the Combat Grid. The number next





to 2 on the Combat Grid is 10. Meanwhile, on page 2 of *his* book, your opponent looks up action

12 (Block) The number next to 12 on his Action Grid is 5.

4. The Battle Page

You turn to page 10, whilst your opponent turns to page 5.

5. The Battle Picture

On page 10, you look at the battle picture and see Kal Jerico making a blocking action. Curses! He's blocked your Chainsword Thrust!

Meanwhile, studying page 5, your opponent sees a picture of you thrusting with your chainsword

6. The Results Box

You then read out the text at the bottom of your battle page, which says 'Time to finish this. You only Defend next turn.'

Meanwhile he does the same for you, letting you know that you can 'Attack, Defend or Move next turn'.

7. The End of the Turn

Time to go back to step 1 and start a new turn. Hopefully he won't block your next cunning move!

THE CHARACTER SHEET

This tells you all the information you need to fight battles with that warrior. It has his starting wounds, a list of actions with their numbers and notes on restrictions, tick boxes to record lost wounds and used ammunition and details of any special skill your warrior might start the game with.

On your Character sheet there is also space to note down how many battles you have fought and how many you have won. This is important because for each battle you have won, you gain a battle bonus. The more battles you win, the better your warrior gets!

BATTLE BONUSES

You will see that some of the actions on your character sheet say 'Bonus' next to them. That means that these are special moves which your warrior cannot use unless he has earned them!

Every time you win a game, your warrior gains more combat experience. This is reflected by giving battle-hardened warriors bonus skills or actions. Each time you win a game, you may choose ONE bonus action or ability as a *permanent* addition to your warrior's character sheet. Tick the box next to the bonus you choose. You can now use it in future battles.

If you haven't won any battles, you won't have any bonuses and so will not be able to make any special bonus actions.

SPECIAL ACTIONS AND SKILLS

Study your character sheet carefully; it has all the information about your warrior on it. For example, when he hits, Leonatos always causes +1 wound in any close combat attack. When shooting, his bolt pistol causes +1 wound every time it hits too! Don't miss out on your characters special skills by not reading the sheet carefully!

Some actions are restricted though. For example, Dodge (14) cannot be used twice in a row, so you cannot Dodge then Dodge again as your next action. Others can only be used in certain situations – for example, you can only use a Death Blow attack if your opponent can only Defend. Some actions such as shooting your weapon and parrying are restricted as to the number of times you can use them in a battle. Keep track of these on your character sheet. Once you have used up all your shots, your gun is out of ammo and you cannot shoot again this game. Leonatos's bolt pistol, for example, only has three shots per battle!

Any special actions like this are noted on the character sheet itself.

WOUNDS

Each warriors starts off with a set number of wounds. As he is injured, the book will tell how many wounds he has lost. Once a warrior is down to zero wounds he is dead, and out of the game.



COMBAT GRID

ATTACK					
1	1	7	20	28	2
2	1	8	4	29	2
3	2	9	4	30	3
4	2	10	29	31	3
5	NA	26	1		
6	4	27	1		

DEFEND	
11	4
12	4
13	4
14	4
15	4
16	4

MOVE	
17	4
18	4
19	4
20	4
25	4

SHOOT	
21	1
22	24
23	25
24	20
32	2

Aargh! **HIT!** Take 1 wound, Jerico



Hurts, doesn't it, Bounty Hunter? You can **DEFEND** or **MOVE**.

**2****COMBAT GRID****ATTACK**

1	1	7	20	28	2
2	1	8	5	29	2
3	2	9	5	30	3
4	2	10	29	31	3
5	NA	26	1		
6	5	27	1		

DEFEND

11	5
12	5
13	5
14	5
15	5
16	5

MOVE

17	5
18	5
19	5
20	5
25	5

SHOOT

21	1
22	24
23	25
24	20
32	2

Aaargh! **HIT!** Take 2 wounds, Jerico



Prepare to die, Bounty Hunter. You can only **DEFEND**.



COMBAT GRID

ATTACK					
1	1	7	20	28	2
2	1	8	6	29	2
3	2	9	6	30	3
4	2	10	29	31	3
5	NA	26	1		
6	6	27	1		

DEFEND	
11	6
12	6
13	6
14	6
15	6
16	6

MOVE	
17	6
18	6
19	6
20	6
25	6

SHOOT	
21	1
22	24
23	25
24	20
32	2

Aaaargh! **HIT!** Take 3 wounds, Jerico



You're almost finished, Jerico! You can only **DEFEND** next turn.

**4****COMBAT GRID****ATTACK**

1	7	7	7	28	7
2	7	8	7	29	7
3	7	9	23	30	7
4	3	10	29	31	3
5	NA	26	1		
6	7	27	1		

DEFEND

11	7
12	7
13	7
14	7
15	7
16	7

MOVE

17	7
18	7
19	7
20	7
25	7

SHOOT

21	1
22	24
23	25
24	20
32	2

SABRE CUT

Underhive scum! You can **ATTACK**, **DEFEND** or **MOVE**.



COMBAT GRID

ATTACK

1	NA	7	NA	28	NA
2	NA	8	NA	29	NA
3	NA	9	NA	30	NA
4	NA	10	NA	31	NA
5	NA	26	NA		
6	NA	27	NA		

DEFEND

11	8
12	8
13	8
14	8
15	8
16	8

MOVE

17	NA
18	NA
19	NA
20	NA
25	NA

SHOOT

21	NA
22	NA
23	NA
24	NA
32	NA

SABRE THRUST



You could have someone's eye out like that!
You can now **ATTACK**, **DEFEND** or **MOVE**.

**6**

KAL CAN'T MAKE THIS MOVE

ATTACK					
1	NA	7	NA	28	NA
2	NA	8	NA	29	NA
3	NA	9	NA	30	NA
4	NA	10	NA	31	NA
5	NA	26	NA		
6	NA	27	NA		

DEFEND	
11	NA
12	NA
13	NA
14	NA
15	NA
16	NA

MOVE	
17	NA
18	NA
19	NA
20	NA
25	NA

SHOOT	
21	NA
22	NA
23	NA
24	NA
32	NA

WILD SWING



You're committed to the attack. You can only **ATTACK** next turn.



COMBAT GRID

ATTACK

1	1	7	20	28	2
2	1	8	21	29	2
3	2	9	21	30	3
4	2	10	29	31	3
5	NA	26	20		
6	20	27	1		

DEFEND

11	21
12	21
13	21
14	21
15	21
16	21

MOVE

17	21
18	21
19	21
20	21
25	21

SHOOT

21	1
22	24
23	25
24	20
32	2

SUDDEN LUNGE



You've committed yourself, you can only **ATTACK**.



KAL CAN'T MAKE THIS MOVE

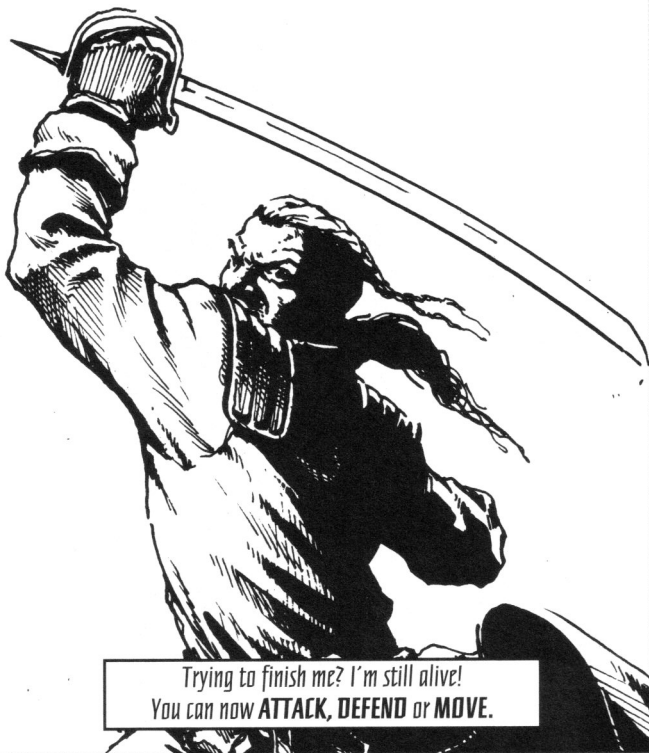
ATTACK					
1	NA	7	NA	28	NA
2	NA	8	NA	29	NA
3	NA	9	NA	30	NA
4	NA	10	NA	31	NA
5	NA	26	NA		
6	NA	27	NA		

DEFEND	
11	NA
12	NA
13	NA
14	NA
15	NA
16	NA

MOVE	
17	NA
18	NA
19	NA
20	NA
25	NA

SHOOT	
21	NA
22	NA
23	NA
24	NA
32	NA

COUP DE GRACE



Trying to finish me? I'm still alive!
You can now **ATTACK**, **DEFEND** or **MOVE**.



COMBAT GRID

ATTACK					
1	1	7	20	28	2
2	1	8	20	29	2
3	26	9	26	30	26
4	26	10	29	31	26
5	NA	26	26		
6	20	27	1		

DEFEND	
11	26
12	26
13	26
14	26
15	26
16	26

MOVE	
17	26
18	26
19	26
20	26
25	26

SHOOT	
21	1
22	24
23	25
24	20
32	2

PARRY



You've seen off that attack, so you can now **ATTACK**, **DEFEND** or **MOVE**.

**10****COMBAT GRID****ATTACK**

1	31	7	31	28	31
2	31	8	31	29	31
3	1	9	31	30	2
4	1	10	29	31	2
5	NA	26	31		
6	31	27	31		

DEFEND

11	31
12	31
13	31
14	31
15	31
16	31

MOVE

17	31
18	31
19	31
20	31
25	31

SHOOT

21	1
22	24
23	25
24	20
32	2

BLOCK

*Time to finish this. You can only **DEFEND**.*



COMBAT GRID

ATTACK					
1	9	7	20	28	9
2	9	8	9	29	9
3	9	9	9	30	9
4	9	10	29	31	9
5	20	26	20		
6	20	27	29		

DEFEND	
11	9
12	9
13	9
14	9
15	9
16	9

MOVE	
17	9
18	9
19	9
20	9
25	9

SHOOT	
21	1
22	24
23	25
24	20
32	2

SMASH!



Jerico is in trouble! You can **DEFEND** or **MOVE** next turn.
You may not Block for the rest of the battle.



COMBAT GRID

ATTACK

1	10	7	20	28	11
2	10	8	10	29	11
3	10	9	10	30	11
4	10	10	20	31	11
5	11	26	10		
6	10	27	1		

DEFEND

11	10
12	10
13	10
14	10
15	10
16	10

MOVE

17	10
18	10
19	10
20	10
25	10

SHOOT

21	11
22	10
23	10
24	20
32	1

DUCK



Sly move, scummer. You can **ATTACK** or **MOVE**.



COMBAT GRID

ATTACK					
1	12	7	20	28	12
2	1	8	20	29	2
3	12	9	12	30	12
4	2	10	12	31	3
5	2	26	1		
6	20	27	2		

DEFEND	
11	12
12	12
13	12
14	12
15	12
16	12

MOVE	
17	12
18	12
19	12
20	12
25	12

SHOOT	
21	1
22	24
23	12
24	20
32	2

DODGE



Missed the deft son of a sump rat! Jerico can **ATTACK** or **DEFEND**.



COMBAT GRID

ATTACK

1	1	7	13	28	2
2	13	8	20	29	13
3	2	9	13	30	3
4	13	10	13	31	13
5	2	26	1		
6	20	27	2		

DEFEND

11	13
12	13
13	13
14	13
15	14
16	13

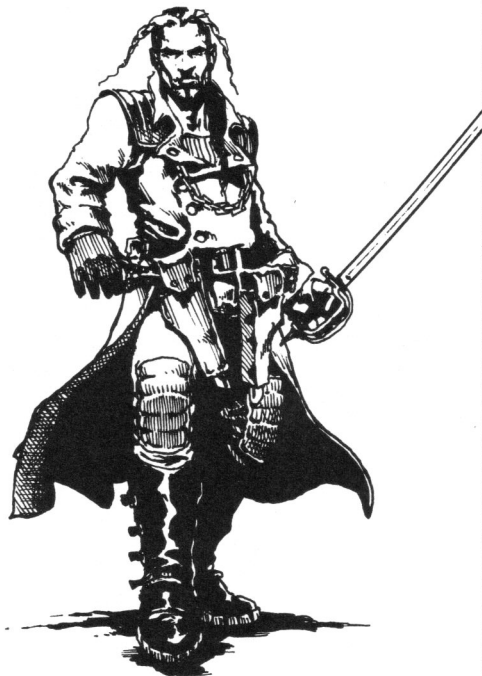
MOVE

17	13
18	13
19	13
20	13
25	13

SHOOT

21	13
22	24
23	25
24	20
32	13

STEP BACK



Running away, coward? You can **MOVE** or **SHOOT** next turn.

COMBAT GRID

ATTACK			
1	14	7	14
2	14	8	20
3	14	9	14
4	1	10	14
5	NA	26	20
6	20	27	14
		28	14
		29	14
		30	14
		31	2

DEFEND	
11	14
12	14
13	14
14	14
15	14
16	14

MOVE	
17	14
18	14
19	14
20	14
25	14

SHOOT	
21	1
22	24
23	25
24	14
32	2

JUMP



Quick on your toes, eh? You can only **DEFEND.**



COMBAT GRID

ATTACK

1	15	7	15	28	15
2	1	8	20	29	1
3	15	9	15	30	15
4	2	10	29	31	15
5	2	26	2		
6	20	27	1		

DEFEND

11	15
12	15
13	15
14	15
15	15
16	15

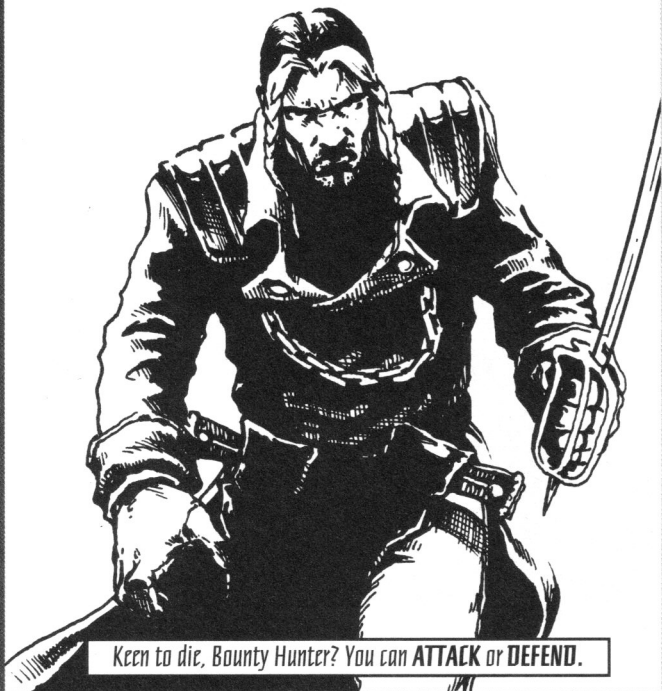
MOVE

17	15
18	15
19	15
20	15
25	15

SHOOT

21	1
22	24
23	25
24	20
32	2

ADVANCE



Keen to die, Bounty Hunter? You can **ATTACK** or **DEFEND**.



COMBAT GRID

ATTACK			
1	16	7	16
2	16	8	20
3	16	9	16
4	16	10	29
5	NA	26	29
6	16	27	16
28	16		
29	16		
30	16		
31	16		

DEFEND	
11	16
12	16
13	16
14	16
15	16
16	16

MOVE	
17	16
18	16
19	16
20	16
25	16

SHOOT	
21	1
22	24
23	25
24	20
32	2

CIRCLE



Playing it cagey, Bounty Hunter?
You can **ATTACK**, **DEFEND**, **MOVE** or **SHOOT**.



COMBAT GRID

ATTACK

1	17	7	17	28	17
2	17	8	17	29	17
3	17	9	17	30	17
4	1	10	17	31	1
5	NA	26	17		
6	17	27	17		

DEFEND

11	17
12	17
13	17
14	17
15	17
16	17

MOVE

17	17
18	17
19	17
20	17
25	17

SHOOT

21	1
22	24
23	25
24	20
32	2

CHARGE!



So you want a real fight?! You can only **ATTACK** next turn.
Add +1 to any wounds caused next turn.



COMBAT GRID

ATTACK					
1	1	7	20	28	2
2	1	8	20	29	2
3	1	9	18	30	2
4	1	10	29	31	2
5	NA	26	29		
6	20	27	29		

DEFEND	
11	18
12	18
13	18
14	18
15	18
16	18

MOVE	
17	18
18	18
19	18
20	18
25	20

SHOOT	
21	1
22	24
23	25
24	20
32	2

BLUFF!



Fell for the oldest one in the book. You can now **ATTACK**, **DEFEND** or **MOVE**.



COMBAT GRID

ATTACK

1	19	7	19	28	19
2	19	8	20	29	19
3	19	9	19	30	19
4	19	10	19	31	19
5	NA	26	19		
6	19	27	19		

DEFEND

11	19
12	19
13	19
14	19
15	19
16	19

MOVE

17	19
18	19
19	19
20	19
25	19

SHOOT

21	19
22	19
23	19
24	19
32	19

OFF BALANCE



Time to finish it! You can only **MOVE**.



COMBAT GRID

ATTACK

1	27	7	27	28	27
2	27	8	20	29	27
3	27	9	27	30	27
4	27	10	27	31	27
5	NA	26	27		
6	27	27	27		

DEFEND

11	27
12	27
13	27
14	27
15	27
16	27

MOVE

17	27
18	27
19	20
20	27
25	20

SHOOT

21	1
22	24
23	25
24	20
32	2

KICK



A surprise attack from the treacherous scummer. You can **ATTACK** or **MOVE**.



KAL CAN'T MAKE THIS MOVE

ATTACK

1	NA	7	NA	28	NA
2	NA	8	NA	29	NA
3	NA	9	NA	30	NA
4	NA	10	NA	31	NA
5	NA	26	NA		
6	NA	27	NA		

DEFEND

11	NA
12	NA
13	NA
14	NA
15	NA
16	NA

MOVE

17	NA
18	NA
19	NA
20	NA
25	NA

SHOOT

21	NA
22	NA
23	NA
24	NA
32	NA

FLYING LEAP



Jump this, sump sucker! You can only **ATTACK**.



COMBAT GRID

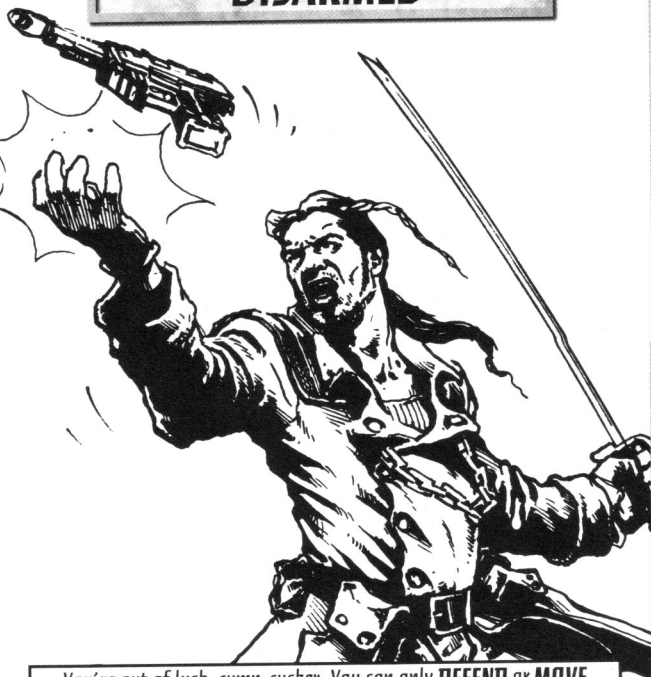
ATTACK					
1	27	7	27	28	27
2	27	8	20	29	27
3	27	9	27	30	27
4	27	10	27	31	27
5	NA	26	27		
6	27	27	27		

DEFEND	
11	27
12	27
13	27
14	27
15	27
16	27

MOVE	
17	27
18	27
19	27
20	27
25	27

SHOOT	
21	1
22	24
23	25
24	20
32	2

DISARMED



You're out of luck, sump-sucker. You can only **DEFEND** or **MOVE** for the next 2 turns, regardless of other results, but you may not Parry. After 2 turns you recover your weapon.



KAL CAN'T MAKE THIS MOVE

ATTACK

1	NA	7	NA	28	NA
2	NA	8	NA	29	NA
3	NA	9	NA	30	NA
4	NA	10	NA	31	NA
5	NA	26	NA		
6	NA	27	NA		

DEFEND

11	NA
12	NA
13	NA
14	NA
15	NA
16	NA

MOVE

17	NA
18	NA
19	NA
20	NA
25	NA

SHOOT

21	NA
22	NA
23	NA
24	NA
32	NA

ON FIRE!

Take 2 wounds now
and 1 wound next turn.



Burn, Bounty Hunter, burn! You can only **MOVE** next turn.



COMBAT GRID

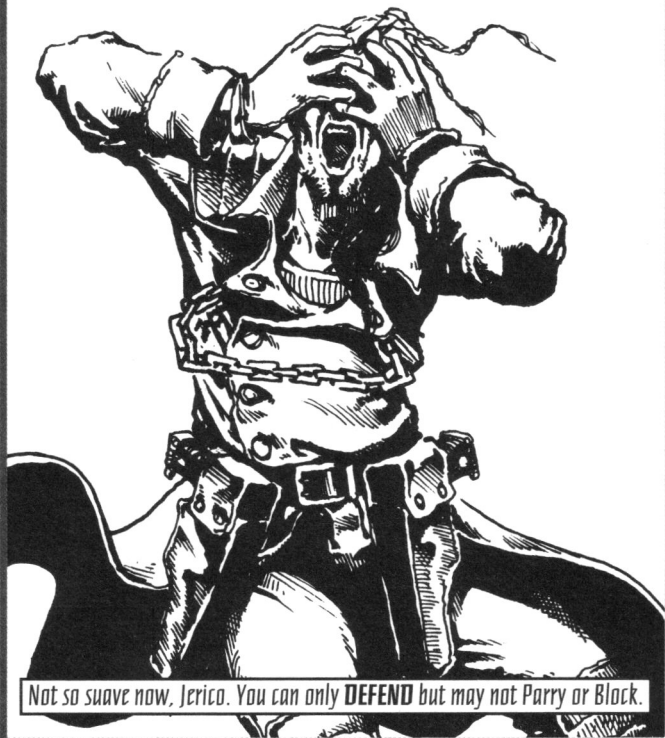
ATTACK			
1	22	7	20
2	22	8	22
3	20	9	22
4	20	10	29
5	NA	26	1
6	20	27	1
		28	22
		29	22
		30	29
		31	29

DEFEND	
11	22
12	22
1	22
14	22
15	22
16	22

MOVE	
17	22
18	22
19	22
20	22
25	29

SHOOT	
21	22
22	24
23	25
24	20
32	22

BLINDED



Not so suave now, Jerico. You can only **DEFEND** but may not Parry or Block.



COMBAT GRID

ATTACK

1	1	7	26	28	2
2	1	8	26	29	2
3	1	9	23	30	2
4	1	10	29	31	2
5	NA	26	3		
6	26	27	1		

DEFEND

11	26
12	26
13	26
14	26
15	26
16	26

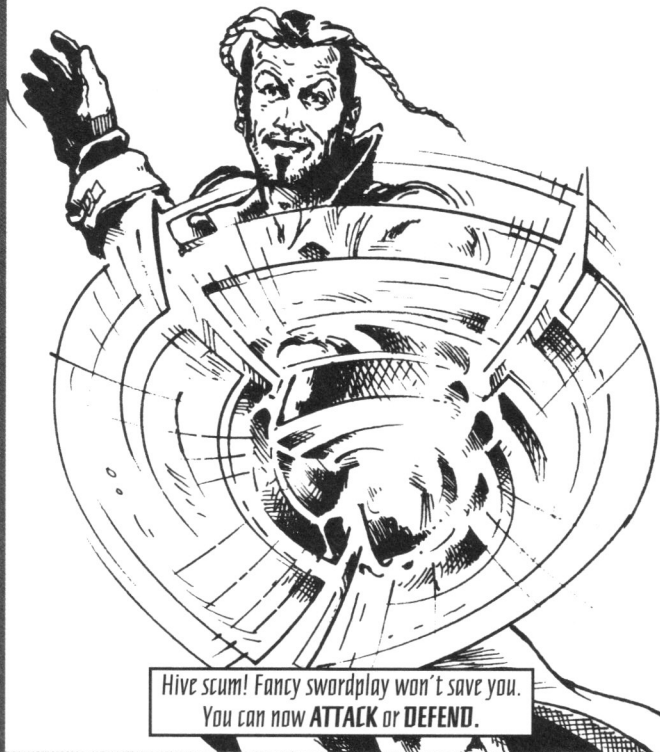
MOVE

17	26
18	26
19	26
20	26
25	26

SHOOT

21	1
22	24
23	25
24	20
32	2

FLASHING BLADE



Hive scum! Fancy swordplay won't save you.
You can now **ATTACK** or **DEFEND**.



COMBAT GRID

ATTACK

1	26	7	26	28	2
2	26	8	26	29	2
3	1	9	23	30	2
4	1	10	29	31	2
5	NA	26	3		
6	26	27	1		

DEFEND

11	26
12	26
13	26
14	26
15	26
16	26

MOVE

17	26
18	26
19	26
20	26
25	26

SHOOT

21	1
22	24
23	25
24	20
32	2

SHOOT



Feeling lucky, punk? You can **ATTACK**, **DEFEND**, **MOVE** or **SHOOT**.



COMBAT GRID

ATTACK

1	1	7	20	28	2
2	1	8	4	29	2
3	2	9	4	30	3
4	2	10	29	31	3
5	NA	26	1		
6	4	27	1		

DEFEND

11	4
12	4
13	4
14	4
15	4
16	4

MOVE

17	4
18	4
19	4
20	4
25	4

SHOOT

21	1
22	24
23	25
24	20
32	2

HE'S CHEATING!

Kal's cool, but not that cool! He can't make this move.



COMBAT GRID

ATTACK

1	1	7	20	28	2
2	1	8	5	29	2
3	2	9	5	30	3
4	2	10	29	31	3
5	NA	26	1		
6	5	27	1		

DEFEND

11	5
12	5
13	5
14	5
15	5
16	5

MOVE

17	5
18	5
19	5
20	5
25	5

SHOOT

21	1
22	24
23	25
24	20
32	2

STAGGERED BACK! Take 1 wound



That'll teach you, lowlife! You can only **DEFEND** next turn.

KAL CAN'T MAKE THIS MOVE

ATTACK

1	NA	7	NA	28	NA
2	NA	8	NA	29	NA
3	NA	9	NA	30	NA
4	NA	10	NA	31	NA
5	NA	26	NA		
6	NA	27	NA		

DEFEND

11	NA
12	NA
13	NA
14	NA
15	NA
16	NA

MOVE

17	NA
18	NA
19	NA
20	NA
25	NA

SHOOT

21	NA
22	NA
23	NA
24	NA
32	NA

HE'S CHEATING



Kal's cool, but not that cool! He can't make this move.



KAL CAN'T MAKE THIS MOVE

ATTACK					
1	NA	7	NA	28	NA
2	NA	8	NA	29	NA
3	NA	9	NA	30	NA
4	NA	10	NA	31	NA
5	NA	26	NA		
6	NA	27	NA		

DEFEND	
11	NA
12	NA
13	NA
14	NA
15	NA
16	NA

MOVE	
17	NA
18	NA
19	NA
20	NA
25	NA

SHOOT	
21	NA
22	NA
23	NA
24	NA
32	NA

HIVER'S KISS



Fighting dirty, eh? You can only **ATTACK** next turn.



COMBAT GRID

ATTACK

1	27	7	27	28	27
2	27	8	20	29	27
3	27	9	27	30	27
4	27	10	27	31	27
5	NA	26	27		
6	27	27	27		

DEFEND

11	27
12	27
13	27
14	27
15	27
16	27

MOVE

17	27
18	27
19	27
20	27
25	27

SHOOT

21	1
22	24
23	25
24	20
32	2

HE'S CHEATING



Kal's cool, but not that cool! He can't make this move.

WARHAMMER WARRIORS

ADVANCED RULES

Once you have mastered the basic game, you might like to use the following Advanced Rules. These rules are **optional**, and both players should agree to use them before the battle. You can be selective and choose to use just 1 or 2 of them, or, if you're feeling brave, use all of them.

RAPID FIRE AND JAMMING

When shooting his weapon a player may choose to Rapid Fire. He calls this out at the same time as calling his action. Before resolving the action flick through the book and stop at a random page (best done with your eyes closed, to avoid cheating).

Look at the symbol in the top corner. If the symbol is a Lightning Strike ⚡ then the weapon Rapid Fires, if your shot hits it will cause +1 wound. If the symbol is a Skull ☠, then the weapon jams. A jammed weapon cannot be used for the rest of the battle. If the symbol is a Fist ✊ nothing happens. Now resolve the shot as normal.

TAKING A BREATHER

If the results box gives the character the option to Move he can declare he is 'Taking a Breather' instead of declaring a normal action. He can now only take Move action 18 - Circle, regardless of what the previous result box says. If the character does not suffer any wounds next turn then he recovers 1 wound. This cannot take him above his previous maximum wounds. A character can only Take a Breather once per battle.

PSYCHIC POWERS

Some characters have the ability to use psychic powers (Shooting action 24). When using these powers, Psykers draw their power from the Warp. The Warp is very powerful but it is also

unpredictable and can be very dangerous. After declaring he is using a psychic attack both players flick through their book and stop at a random page. If the players have different symbols then the attack is resolved as normal. If they have the same symbol then something unusual has happened.

If you both have a Lightning Strike ⚡, then the power of the Warp is stronger than usual; your opponent automatically takes a wound. The attack is then resolved as normal.

If you both have a Fist ✊, the powers of the Warp are so strong that BOTH characters automatically lose 1 wound.

If you both have a Skull ☠, then the psyker has attracted the malevolent attention of a Warp-Daemon, and the psyker automatically loses 1 wound. Once the power of Warp has been resolved, continue with the attack as normal.

FIGHTING DIRTY

Characters using an unarmed attack. Numbers 6 - Bear Hug, 7 - Kick/Shoulder Charge and 10 - Head Butt/Elbow Smash, can attempt to 'Fight Dirty'. Resolve the attack as normal. Once the results have been resolved the attacker can call out 'Fighting Dirty'. Flick through the book and stop at a random page. If the symbol is a Skull ☠, then the attacker has caught his opponent totally by surprise. The attacker turns immediately to page 29 and sees his opponent staggering back from the surprise blow. This becomes the new result. Now continue the battle using this result. If the symbol is not a Skull, continue the battle as normal.

You may only use Fighting Dirty once per battle.

MULTI-PLAYER GAMES

Warning: *Multi-player games can be complex. They are only recommended for experienced players.*

Warhammer Warriors is designed to be played one against one, but if you have enough players you might like to try a multi-player game.

To start a multi-player game, split the players into 2 sides as evenly as possible. Players should then pair off to fight. This can be done randomly or by mutual agreement. If you have an odd number of players then there will be a player over. This extra player can choose which opponent to gang up on.

Players now swap books and fight out their battles as normal. Once an opponent is defeated, the surviving player can choose which opponent to gang up on, joining the new fight at the beginning of the next turn. A newly arriving player can start the fight by Moving or Shooting. The already battling players continue as dictated by the result box.

A player who is being ganged up on will be using two or more books (one for each opponent). The opposing side will all have to share one book. Work through the actions as normal, with the single player resolving his action against each of his opponents' actions in turn. The results apply as normal.

The multiple players might each be looking at a picture of the single player being hit. Add up all the wounds caused by these attacks. Wounds inflicted in the same turn are always cumulative, so if multiple attackers hit a single opponent the wounds are added together. They must then choose which result box to read out.

Of course there is nothing stopping a player who kills an opponent joining an uneven fight to even up the numbers again, pairing off with a new

opponent of his choice. In this way, a hard-pressed, outnumbered character can hang on and hope someone on his side will come to his aid.

Wounds, parries and fired shots are not recovered between opponents. So if you fired all your ammunition in an earlier fight you will not be able to fire your weapon at subsequent opponents.

Play out all the battles this way until one side or the other is wiped out!

EXAMPLE OF PLAY

Kal Jerico is being attacked by two opponents. He chooses to Dodge. His first opponent decides to Charge and the second chooses a Wild Swing. Kal first looks up the result of his Dodge verses the Charge. This takes him to page 18. He sees opponent #1 charging and tells him he can only Attack next turn. In the next book he looks up the result of his Dodge verses the Wild Swing. This takes him to page 6. He sees opponent #2 swinging and tells him he too can only Attack next turn.

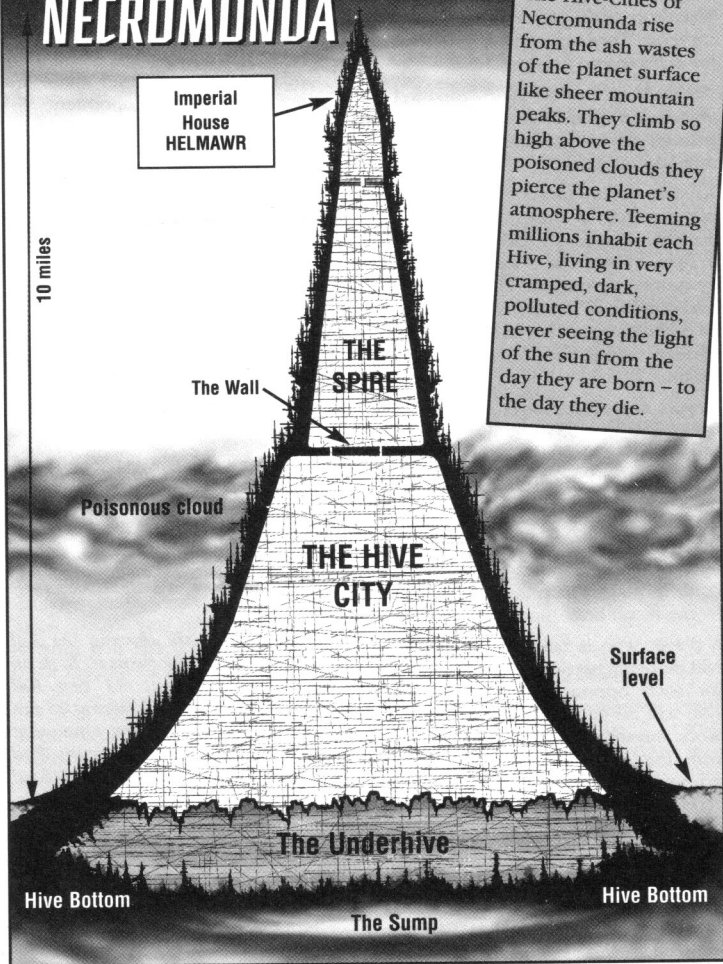
Both opponents are sharing the Kal Jerico book and take turns to look up the results. Opponent #1 sees Kal Dodging, with the result saying he can Attack or Defend next turn. Opponent #2 sees Kal taking 2 hits from his Wild Swing, and only being able to Defend next turn. Kal crosses off the wounds. They decide that they will go for the second result and inform Kal he can only Defend himself next turn.



NECROMUNDA

HIVE PRIMUS

The Hive-Cities of Necromunda rise from the ash wastes of the planet surface like sheer mountain peaks. They climb so high above the poisoned clouds they pierce the planet's atmosphere. Teeming millions inhabit each Hive, living in very cramped, dark, polluted conditions, never seeing the light of the sun from the day they are born – to the day they die.



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overcrowded with workers called 'Hivers', who toil in the factories of the ruling industrial empires. Below this is the Underhive, a lawless frontier ruled by violent gangs. Lower still is Hive Bottom, a dark, dangerous area home to mutants and radioactive plague zombies.

GAMES WORKSHOP

LET THE AGE OF BATTLE COMMENCE!

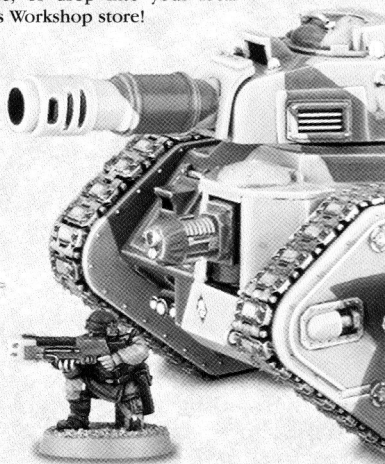
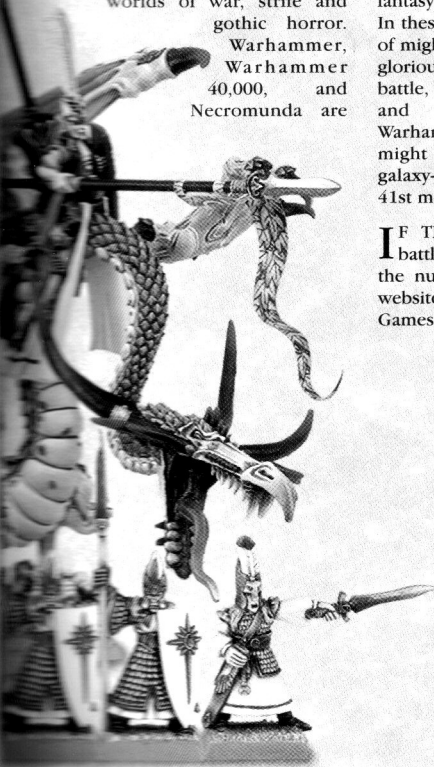


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GAMES WORKSHOP®

KAL JERICO



BATTLE RECORD

OPPONENT

VICTORY / DEFEAT

_____	☐	☐
_____	☐	☐
_____	☐	☐
_____	☐	☐
_____	☐	☐
_____	☐	☐

BATTLES WON

BONUS TAKEN

NOTES

1	_____
2	_____
3	_____
4	_____
5	_____
6	_____
7	_____
8	_____
9	_____
10	_____

KAL JERICHO

NEKOMUNDA BOUNTY HUNTER

WOUNDS

5 +1 ☐ BONUS
+1 ☐ BONUS

HITS TAKEN

☐ ☐ ☐ ☐ ☐

SPECIAL SKILL

Once per battle Kal can ignore any wounds caused by a hit.

ATTACKS

Action	No.	Notes
Sabre Cut	1	
Sabre Thrust	2	
Wild Swing	3	
Sudden Lunge	4	
Coup de Grace	5	
Kick	7	
Disarm	9	

Only used if your opponent can only Defend

MOVE

Action	No.	Notes
Step Back	15	
Advance	17	
Circle	18	
Charge	19	
Bluff	20	
Flying Leap	25	

☐ BONUS

SPECIAL ATTACKS

Action	No.	Notes
Hiver's Kiss	10	☐ BONUS
Flashing Blade	26	☐ BONUS
Fient	27	☐ BONUS
Jerico Slash	28	☐ BONUS
Jerico Thrust	29	☐ BONUS

NOT TWICE IN ROW

SHOOT

Action	No.	Notes
Las Pistol	21	
Photon Flares	23	☐ BONUS
Las Pistol Hotshot	32	☐ BONUS

DEFEND

Action	No.
Parry	11
Block	12
Duck	13
Dodge	14
Jump	16

Notes
5 times per battle only

Not twice in row



AMMUNITION

Las Pistol ☐ ☐ ☐ ☐ ☐
Photon Flares ☐ ☐ | Parry ☐ ☐ ☐ ☐